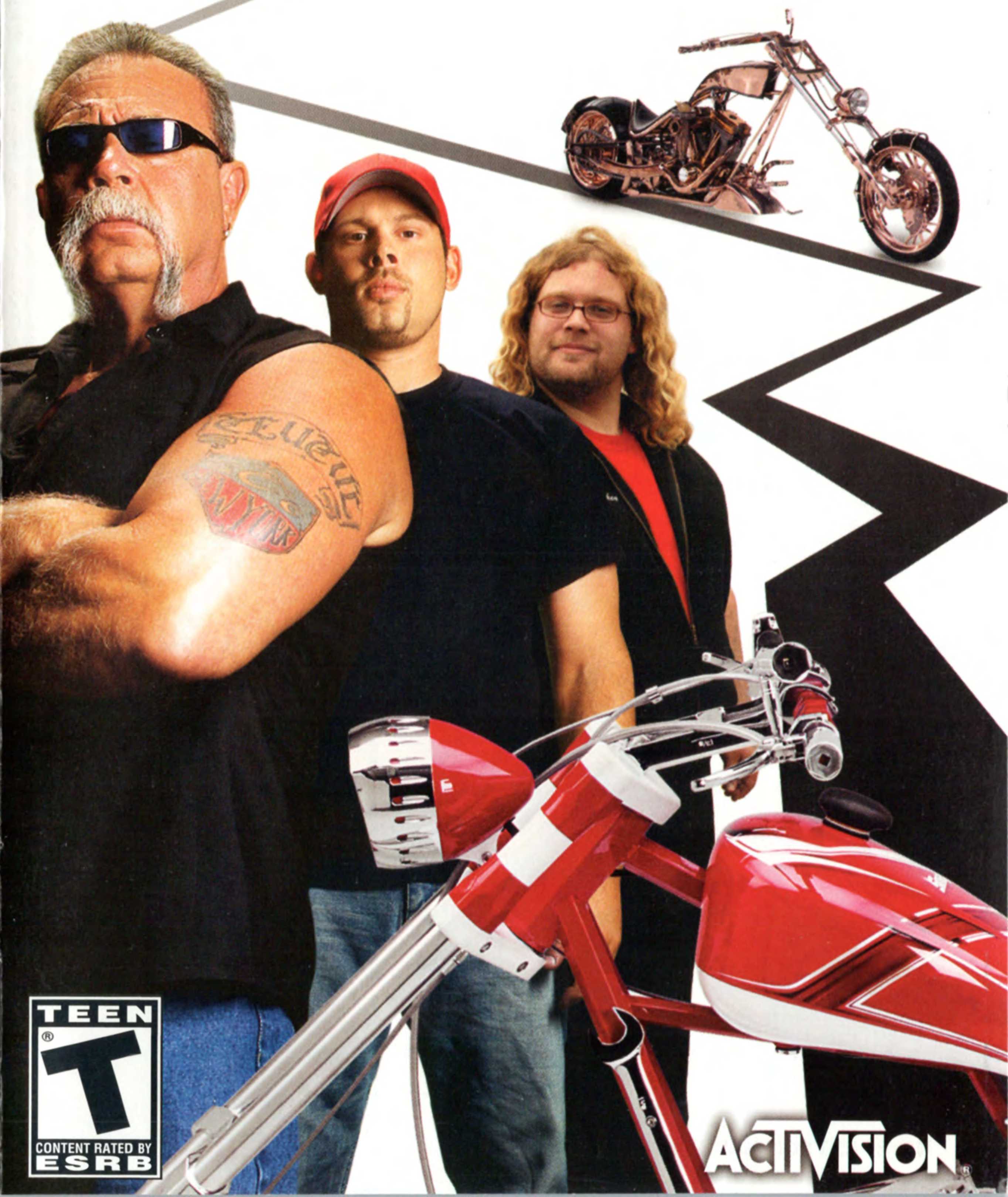


AMERICAN CRUCCPPEER™ FULL THROTTLE 2



ACTIVISION®

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

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Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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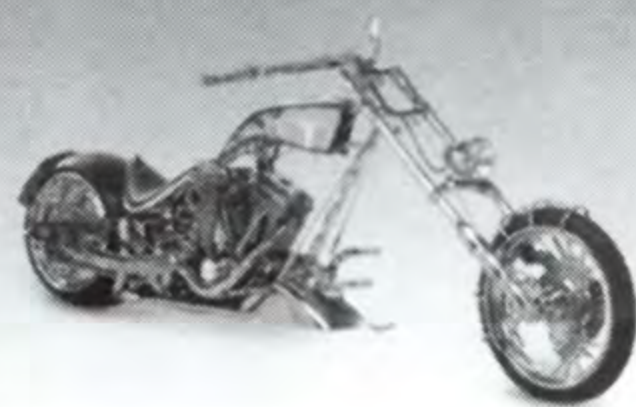


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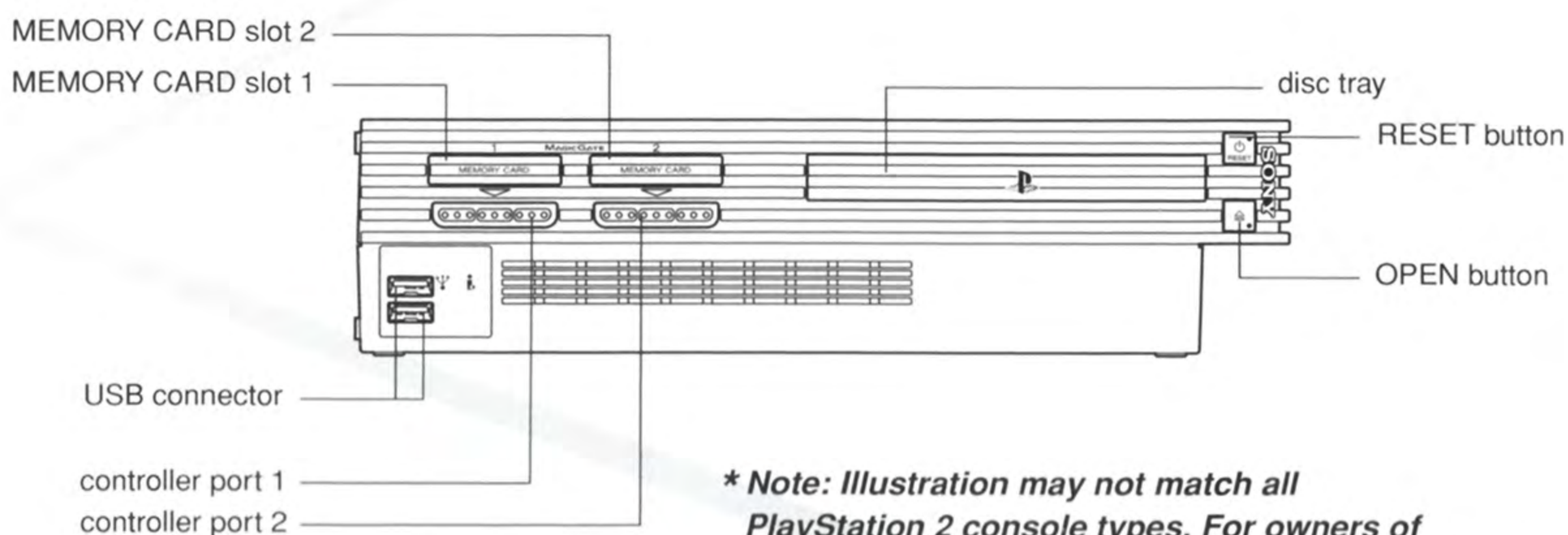
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GETTING STARTED*



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the American Chopper™ 2: Full Throttle disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.



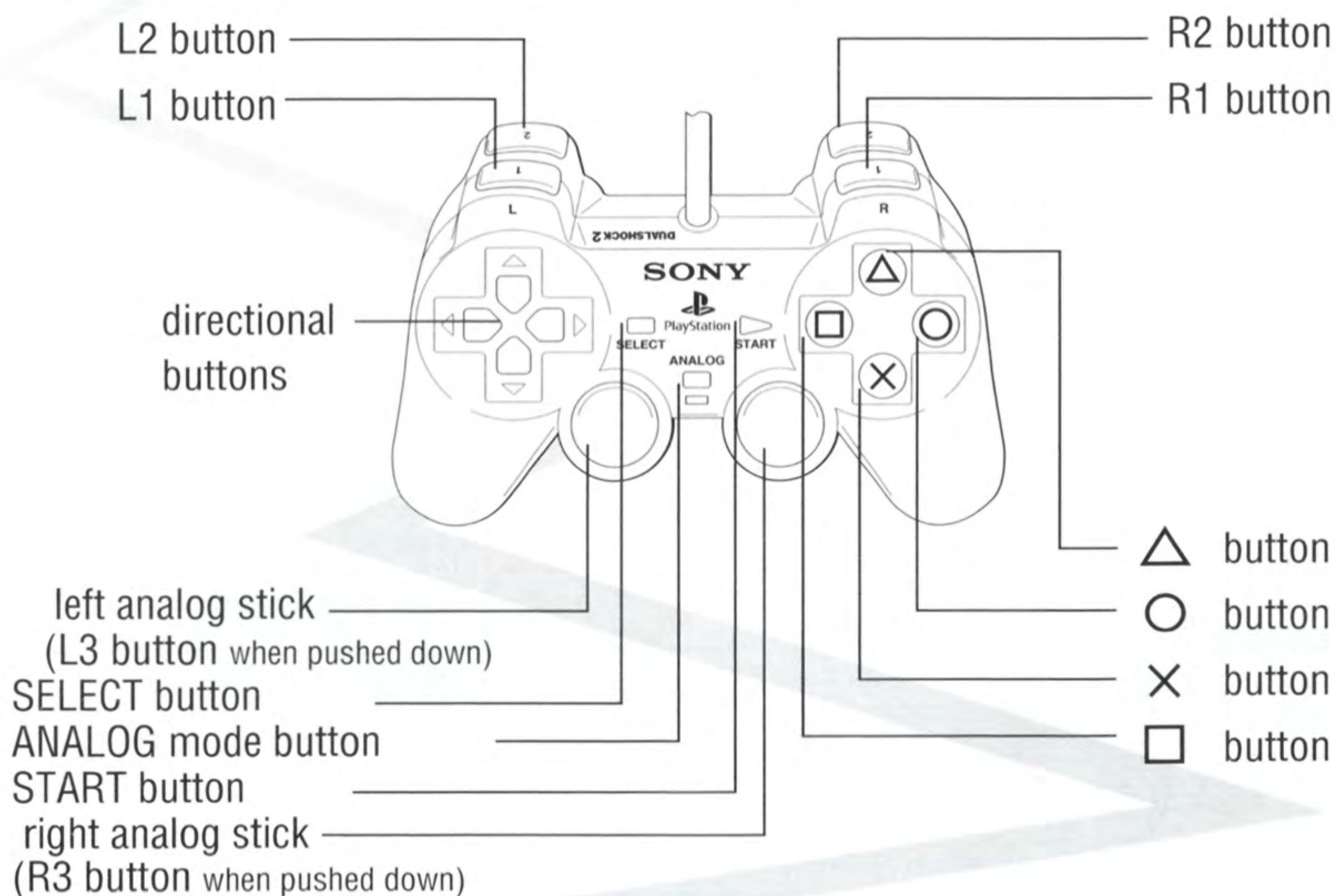
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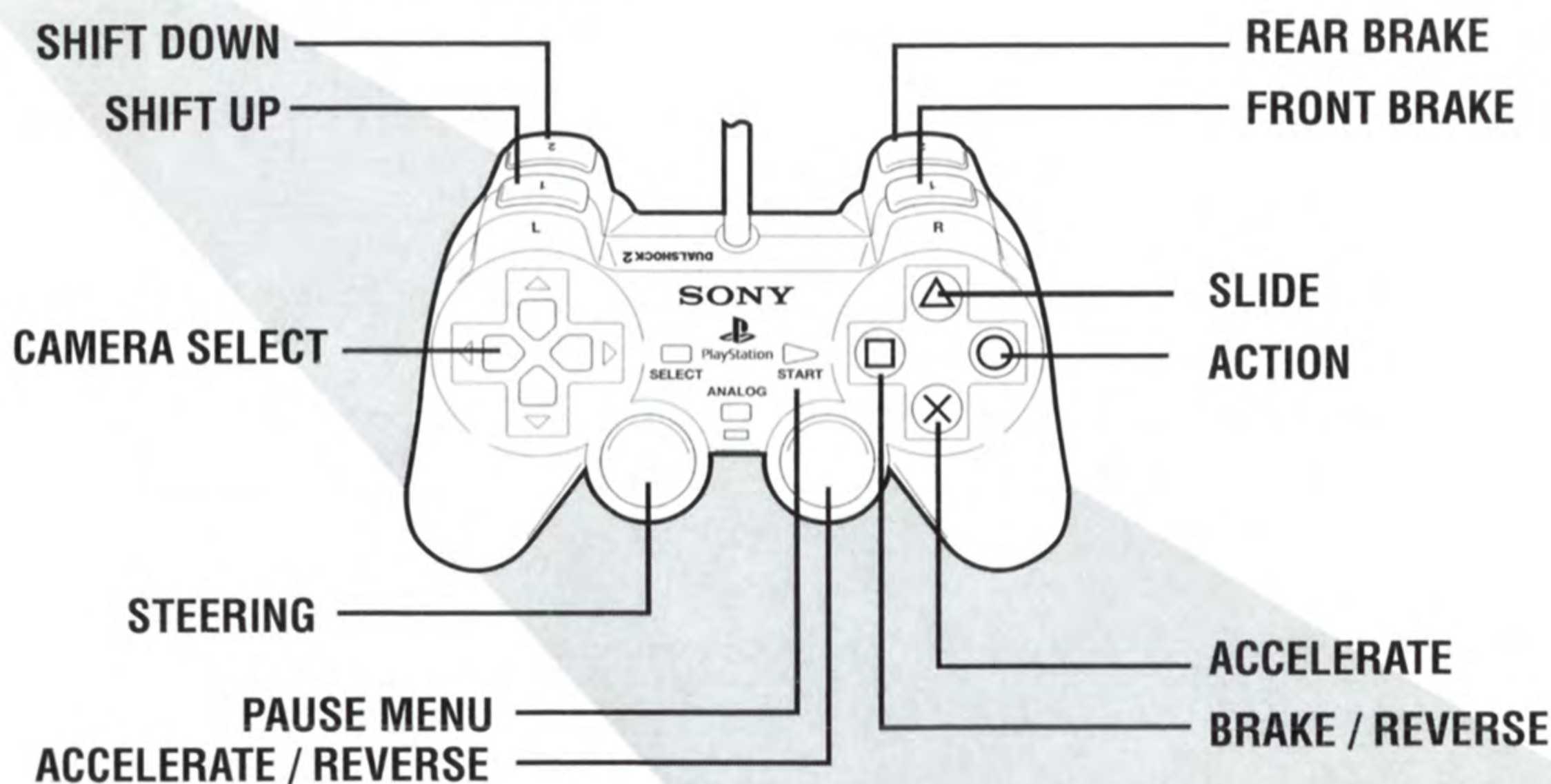


STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



DEFAULT CONTROLS





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DEFAULT CONTROLS (CONTINUED)

CONTROLS	GARAGE	GAMEPLAY
Left Analog Stick	Menu Navigation	Steering
Right Analog Stick	Rotate around the chopper (assemble/paint areas only)	Accelerate / Back Up
Directional Buttons	Menu Navigation	Up: Change View Down (hold): Rear View
X Button	Select/Skip Camera	Accelerate (pressure sensitive)
O Button	Part Info	Action (context sensitive)
□ Button	Hide/Show (toggle)	Alternate Brake (hold to back up)
△ Button	Back	Slide (50 mph or faster)
L1 Button	Zoom Out (assemble/paint areas only)	Shift Up (manual transmission)
L2 Button	Not Used	Shift Down (manual transmission)
R1 Button	Zoom In (assemble/paint areas only)	Front Brake
R2 Button	Not Used	Rear Brake
Start Button	Not Used	Not Used
Select Button	Not Used	Pause Menu

Manual transmission is available by changing your gearbox in the Options menu.



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CHOPPER RIDING TIPS

Braking

All bikes have a front and rear brake, which can be used individually. Use both brakes at the same time for maximum stopping power.

Power Slides

To perform a controlled power slide, apply the rear brake while turning.

Chopper Slides

You can slide under semis by performing a slide maneuver. Simply press the Slide button (Δ button) while traveling 50 mph or faster to perform this stunt.

Wheelies

Pull back on the left analog stick while accelerating to perform a wheelie.

Reverse

You can only back up while a bike is in neutral. Press and hold the alternate brake button or press down on the right analog stick to back up.

Burnout

To perform a controlled burnout, come to a complete stop, apply the front brake, accelerate, and then steer the bike left or right.

Drag Racing

Drag races are always performed in manual transmission. Upon entering a drag race, your transmission is always set to manual. After the race is completed, the transmission will automatically be set back to whatever settings your controls were previously set to.



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FULL THROTTLE



THE GARAGE

Select a Character

In American Chopper 2, you will be playing as Paul Senior, Paul Junior, Mikey, and Vinnie. You can switch characters at any time during the game. Each character has unique missions and their own bike to build. You must play as every character to win the game.



The trophies at the top of each character in the character selection screen represent your current progress. It will show you how many levels you have played, as well as what medal you have earned (bronze, silver, or gold).

THE GARAGE MENU

The garage serves as your home where you will build and paint your bikes, unlock new parts, and select missions. The following is a list of things you can do from the garage:

Assemble: Assemble and build your custom bike.

Fabrication: Unlock parts using fabrication points that you can earn during the game.

Paint: Give your bike a custom paint job.

Missions: Select a mission, unlock new bikes, and earn new parts for your bike.

Show Room: View the bikes from the T.V. show.

Options: Change game options like audio settings, vibration, and gearbox type.





Save Game: Save your progress.

Load Game: Load a previously saved game.

Character: Switch to a different character.

Extras: Watch unlocked movies.

Camera Skip

When you make a selection in the garage, the camera will move through the garage to the selected area. If you prefer, you can instantly move to the selected area by pressing the X button while the camera is moving.

CHOPPER ASSEMBLY

You will have the opportunity to build four custom choppers in the game – one for each of the playable characters. To begin, select the Assemble option from the garage menu.

Instant Bike Option

When entering the Assemble menu for the first time, you will be asked if you would like to have a bike assembled for you. Select yes if you would like a chopper automatically assembled with basic parts. Select no if you prefer to hand pick the parts yourself. You will not be able to drive the bike in the game until you have put all of the necessary components



on the bike. Also, some parts cannot be placed on the bike until a prerequisite is in place. For example, you cannot put an exhaust on the bike until you have first picked an engine.



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Navigation

Rotate around your chopper by using the right analog stick. Zoom in and out by using the **R1** and **L1** buttons respectively. You can also hide the menu to get a full view of your bike by pressing the **O** button.

Chopper Attributes

The parts that you add to your bike can affect the performance of the bike while riding. The following items can be affected:

Acceleration: How quickly your bike gets up to speed.

Speed: Top speed of the chopper.

Handling: Turning and maneuverability.

Style: Style multiplier (see description below).

With any part selected in the Assemble menu, you can press the **O** button to access part information. Here you will find the part name, description, and information on how the part will affect the bike when it's applied to the bike.

Style Multiplier

Your style multiplier affects how quickly you can gain style points during missions. At the end of the mission, style points will translate into fabrication points that you can use to unlock parts in the garage. See the gameplay section for more information about style points.

Unlocking New Parts

New parts can be unlocked by earning medals during missions or spending fabrication points in the fabrication menu.



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PAINTING

Nearly every part on your chopper can be painted. To paint the parts, simply select them from the menu and choose the color you want to apply.

Paint Themes:

Certain parts can be painted with theme paint jobs. If the part can have a theme paint job, it will appear in the menu as a design graphic with colors on each side. The color on the left represents the base color, and the color on the right is the secondary color for the theme.



Fabrication

Earn fabrication points during the game then apply them in the Fabrication menu to unlock new parts. Parts must be unlocked in succession. Each time you fill up the fabrication meter, a new part will be unlocked in the Assemble menu.



GAMEPLAY

Mission Selection Screen

Earn parts, trophies, fabrication points, and beat the game by playing missions. Every mission is unique. Use the mission selection screen to figure out what you need to do to earn specific trophies. You can view mission objectives or details during a mission from the pause menu.

Trophies

In every mission you can earn one of three different trophies. Each trophy provides you with access to different parts. If you earn gold, you will unlock silver and bronze parts as well; if you earn silver, you will also unlock bronze. Earning a bronze trophy only unlocks bronze parts.



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HEADS UP DISPLAY



Place / Lap
(Races only)

Map

Style Points

Speedometer

Damage

Speedometer / Tachometer / Gear: This displays your speed, gear, and RPM.

Damage Meter: This is a measure of your bike's physical condition. This meter increases whenever your bike crashes into something. If the bar fills, your bike is totaled and your mission will end.

Style Points: Style points are earned during a mission from successful near misses, hitting objects, chopper slides, and other stunts.

Map: A map of the surrounding area.

Map Legend:

White Arrow - You

Red Arrows - Opponents

Flashing Red, White, and Blue Arrows - Opponents in pursuit

Dark Green Dot - Next checkpoint

Light Green Dot - Checkpoint after next

Gold Star - Police



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Quick Start

You can get an extra boost of speed at the beginning of a mission by revving your RPM between 3 and 4 thousand RPM during a race start. Look for the blue indicator on the tachometer gauge. Hold the RPM within the threshold, and immediately accelerate at the start of the race or on the word "Go!"

Style Points

Earn style points by doing stunts during gameplay. There are many ways to earn style points. Near misses with oncoming traffic, jumps, chopper slides, knocking bikers off their bikes, accurate driving, and scaring pedestrians are all ways to gain points. You will lose style points for doing things like knocking down pedestrians, getting knocked off your bike, or crashing. At the end of a mission, the points are tallied, and they will count towards your fabrication points which allow you to unlock parts in the garage.

Drag Racing

Some missions have drag races. When you enter a drag race, your controls will change to manual, and you will need to shift gears using the shift up and shift down buttons. Try shifting up gears when the needle on the tachometer reaches 6 (6,000 RPM) for maximum acceleration and speed.



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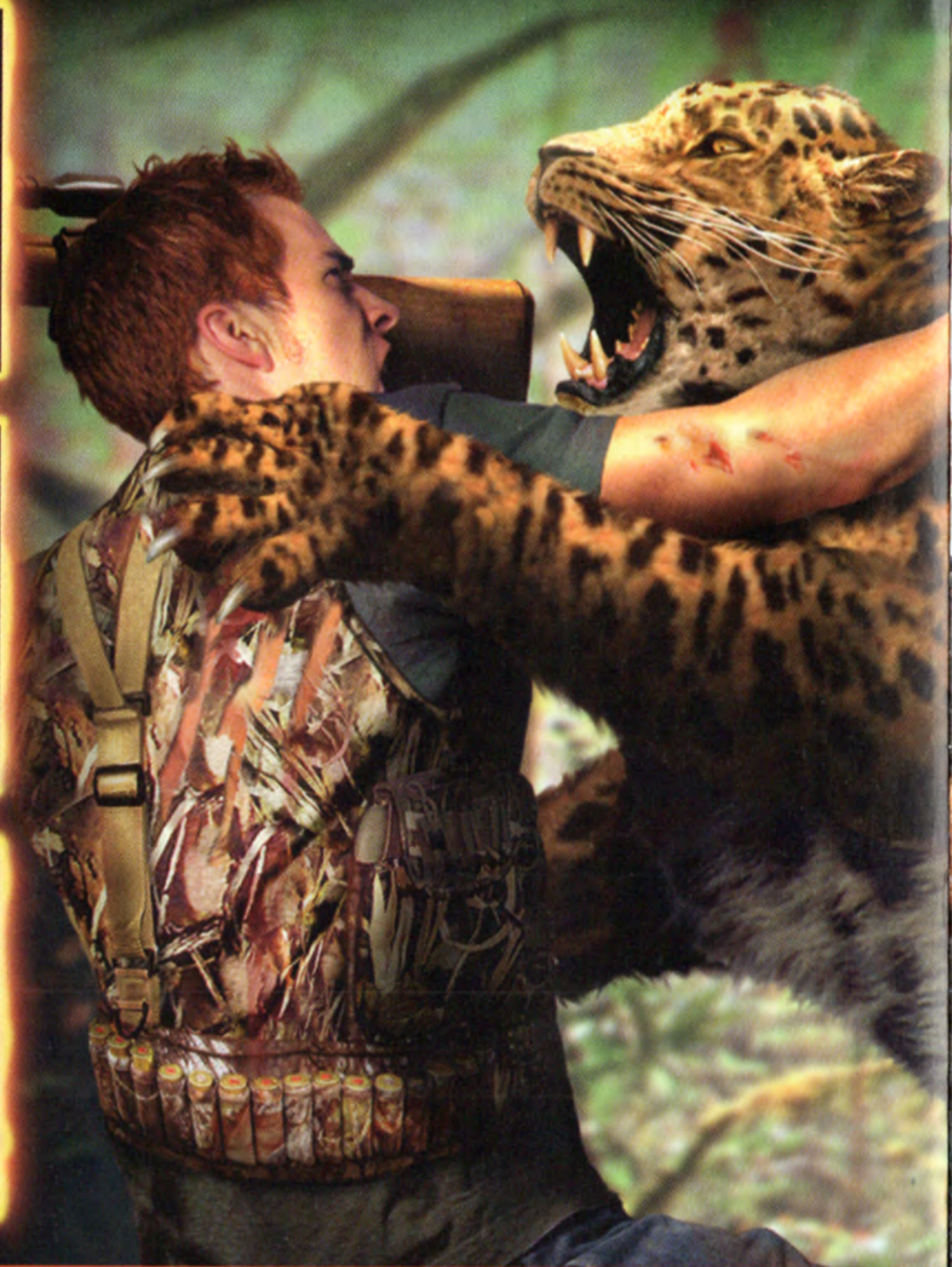
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Blood
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